



# STEEPLECHASE



**VIDEO GAME INSTRUCTIONS**



## **GAME SCENARIO**

Mount up . . . . ready to go . . . . ride your thoroughbred up, down, around and through a zany steeplechase course. Challenge the hedges, puddles and fences on your way to the world's fastest time.

You're aided by unique split-screen imaging that gives you a full perspective of the course. See all the action from both top and side views.

The action gets faster and faster. You test every video skill you know, plus invent a few new ones, but stay on that horse you will . . . . .

## **SETTING UP**

Always insert cartridge with console power off.

Securely connect left joystick. Hold joystick with "Jump" ("Fire") button on your upper left corner as shown.

When power to console is turned on, the first scene of the game will be displayed on the TV screen. You will see the number 1 at the lowest part of the screen which tells the player which game level is selected.



### **Game Select Switch**

Steeplechase is a 4 part game. The player can select any one of four starting levels by depressing game select switch. If the game select switch is depressed and held down, the level selection will cycle automatically. The higher the level, the more difficult the game.

### **Right Difficulty Switch**

This switch can be used to stop the game (time out) at any time by placing it in the B position. To continue the game play, return the switch to A position.

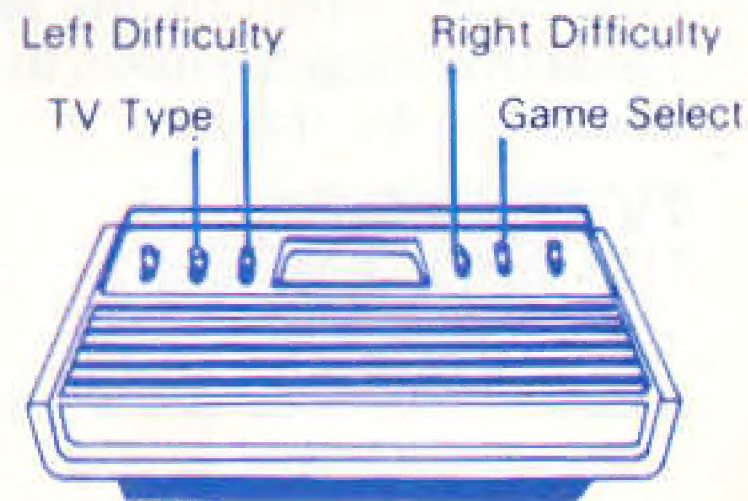
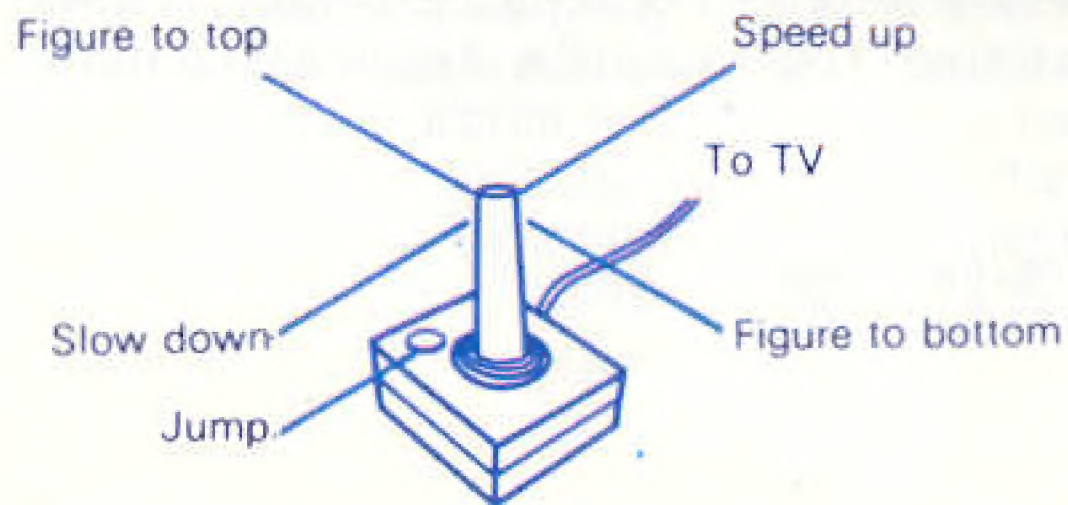
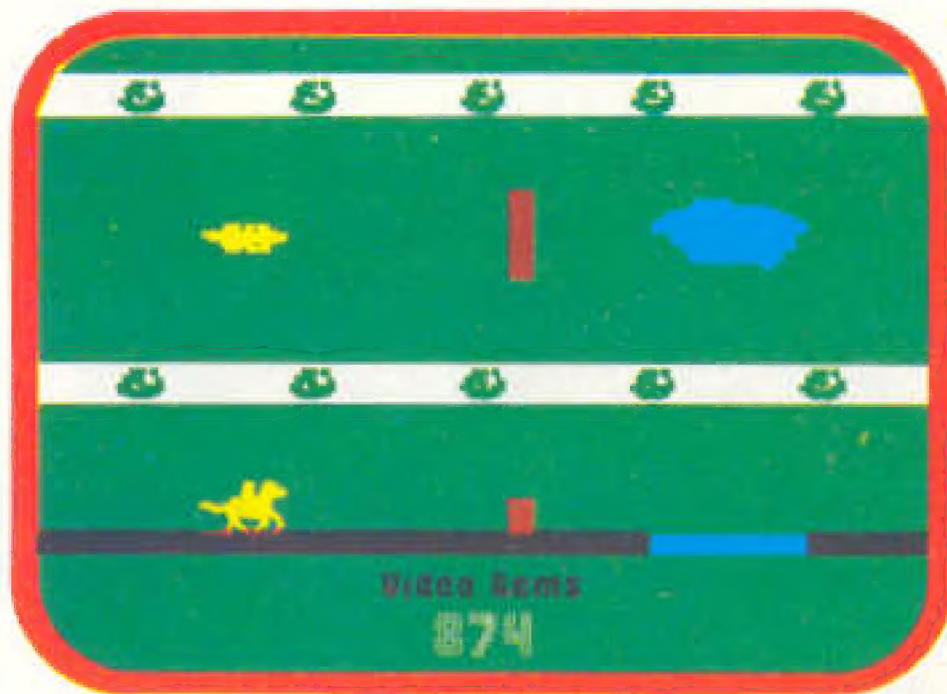
### **Left Difficulty Switch**

This switch controls the speed rate in which you can manoeuver your horse from side to side in the top frame. The A position is normal and the B position is for the experts.

### **TV Types Switch**

This switch has no effect on this cartridge.







## PLAYING

To start the game press the button on the joystick (or the game reset button on the console). Steeplechase is played with an unique split screen image that allows you to judge the height, width and breath of approaching objects. You manoeuver over, through and around these objects with the use of your joystick as shown.

The top portion of the screen indicates the number and location of the obstacles.

The bottom screen tells you the height of the obstacles. As you manoeuver your horse in front of an oncoming obstacle, the height of that obstacle is shown in the bottom screen.

The object of the game is to complete the Steeplechase race course in the fastest possible time.

After you have mastered your fastest time on level one, you can proceed to levels 2, 3, and 4 where the speed increases and the race course gets longer and more difficult.



## SCORING

The lowest elapse time for completion of the course is the winner.

Level 1

### Proficiency Ratings

Scoring	Ratings
25 sec	poor
20 sec	good
17 sec	excellent
13.5 sec	great

### High Score Memory

At the end of each game the lowest elapse time scored will be shown at the bottom of the screen alternating with the VIDEO GEMS logo. The high score memory keeps the lowest recorded time during active play. Turning the main power off will result in the loss of this memory.

## HELPFUL HINTS

You can pull the joystick to the left to slow the horse down.

Have fun, good luck and look for other challenging VIDEO GEMS products.



## **WARRANTEE**

In lieu of any other expressed warrantee by distributors or retailers Video Gems warrants to the original consumer purchaser of this Video Gems game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Video Gems, at its option, will repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

### **VIDEO GEMS**

G.P.O. Box 13014, Hong Kong.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.



## SCORING

The first step in the scoring process is to determine the value of the gemstone. This is done by comparing the gemstone to a list of known gemstones and their values. The value of the gemstone is then determined by its weight, color, and clarity. The value of the gemstone is then multiplied by the number of gemstones in the lot to determine the total value of the lot.

The second step in the scoring process is to determine the quality of the gemstone. This is done by comparing the gemstone to a list of known gemstones and their qualities. The quality of the gemstone is then determined by its weight, color, and clarity. The quality of the gemstone is then multiplied by the number of gemstones in the lot to determine the total quality of the lot.

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